KUNG-FU MASTER®

For the Atari® 7800™

KUNG-FU MASTER

The gorgeous Princess Victoria is imprisoned in the Evil Wizard's Temple. As Kung-Fu Master, you must free her. Unfortunately, the Temple's five tortuous levels are seething with menacing foes. Smash your way through one level and start the next with a renewed energy meter and timer. Once you free your Princess, it's back to the beginning where your foes return faster and nastier.

Getting Started

1. Turn game system power switch OFF.
2. Insert the Kung-Fu Master cartridge as directed in your game system's owner's manual.
3. Turn the power switch ON.
4. Press the GAME RESET lever to begin a 1-player game. Press the GAME SELECT lever, then the GAME RESET lever to begin a 2-player game.

Game Status Area

Watch this important information in the upper half of your screen:

Score

As you kick and punch your way to victory your score will increase with each successful blow. You will also earn points for each enemy guarding the end of each temple level.

Timer

As time runs out this number keeps getting smaller. When it reaches 0 one life is over.

Your Energy Bar

The first bar, labeled PLAYER, meters your energy level. When it runs out one life is lost.

Enemy Energy Bar

The second bar, labeled ENEMY, meters the energy for your final foe on each level of the temple. You must destroy all his energy to defeat the enemy and move on to the next level.

Lives

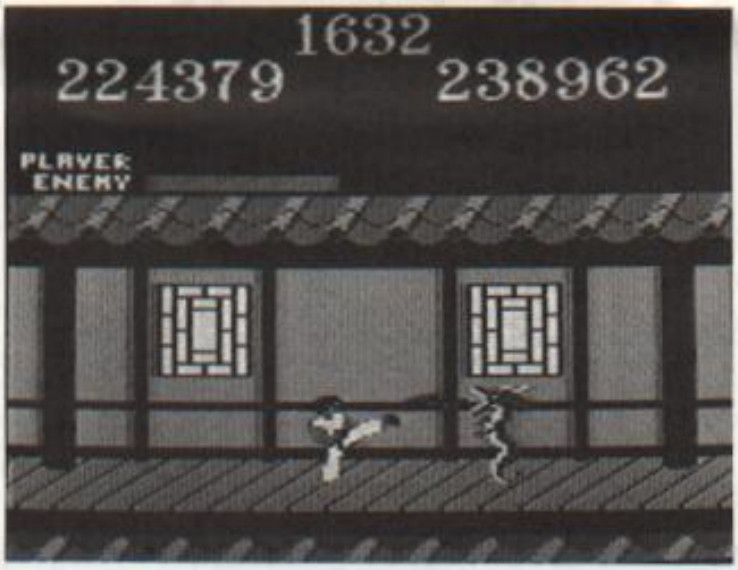
The head icons to the right of the energy bars represent the number of lives remaining. You start with four lives at the beginning of the game.

Floor Indicator

The five squares at the bottom of the status area represent the five levels of the Evil Wizard's temple. The level you are currently fighting on is represented by a flashing yellow square. The levels you have conquered are represented by solid yellow squares.

Note on two-player games:

Play alternates whenever a player loses a life. The second player's timer, and energy bars appear when the first player loses a life and vice versa. If one player loses all his lives, the other player continues without interruption until the game is over.



Your Moves

To move right or left: Move joystick right or left
To jump: Push joystick forward
To squat: Pull joystick back
To kick high: Move joystick right or left and press button
To kick low: Pull joystick back and press button
To punch high: Pull joystick diagonally forward to right or left and press button
To punch low: Pull joystick diagonally back to right or left and press button
To break Henchman's hold: Jiggle joystick from side to side

Earn More Points and More Lives

Enemy	Points Per Kick	Points Per Punch
Henchman	100	200
Knife Thrower	500	800
Midgets	200	300
Dragon Ball	2000	2000
Killer Moths	500	600
Stick Fighter	2000	2000
Boomerang Thrower	3000	3000
Giant Kicker	3000	3000
Lightning Magician	5000	5000
Gang Master	10,000	10,000

Any time left at the end of a level is multiplied by 10 and added to your score. Any energy left at the end of a level is multiplied by 100 and added to your score.

You can win an extra life at 75,000 points. Good luck!

Final Words To The Wise

Don't punch or kick without a reason. A true Kung-Fu Master strikes quickly and carefully.

Find your enemy's weak spot. Learn what kind of blow hurts each foe the most.

Don't battle snakes or spinning bombs. The best you can do is stay out of their way.

No single enemy blow can kill you. (You are a *Master* after all.) Each blow, however, does deplete your energy and makes you weak. The right blow at the wrong time CAN kill you.

Watch your timer. When it runs out one life is lost.

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